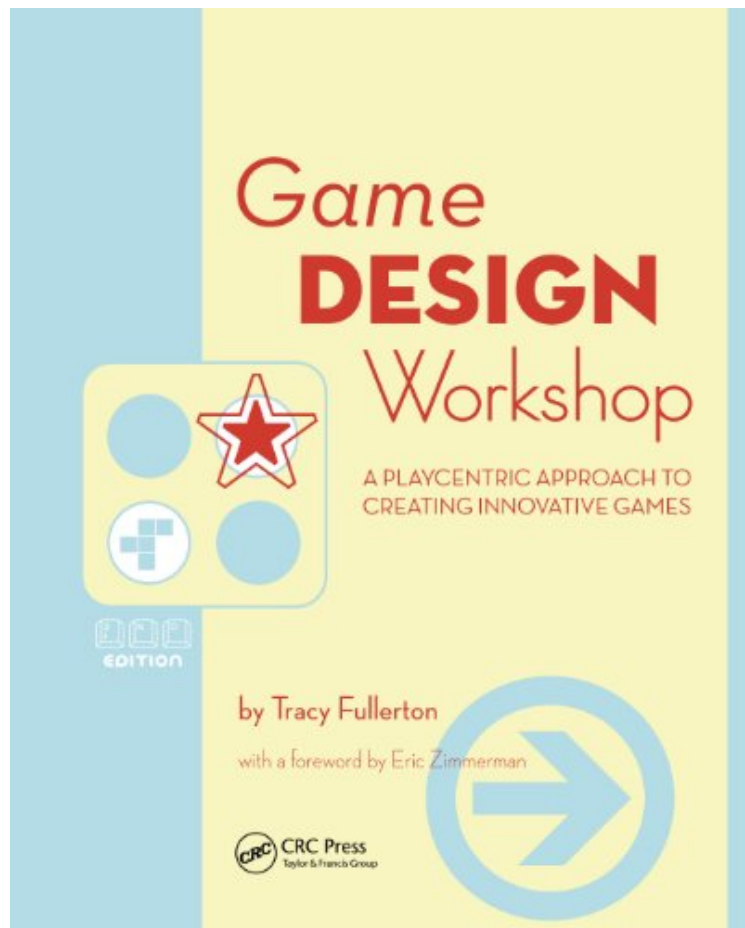


[Download free ebook] Game Design Workshop: A Playcentric Approach to Creating Innovative Games

Game Design Workshop: A Playcentric Approach to Creating Innovative Games

Von Tracy Fullerton

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Produktinformation -Verkaufsrank: #752557 in eBooksVerffentlicht am: 2008-02-08Erscheinungsdatum: 2008-02-08File Name: B00AQNVUW8 | File size: 30.Mb

Von Tracy Fullerton : Game Design Workshop: A Playcentric Approach to Creating Innovative Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Design Workshop: A Playcentric Approach to Creating Innovative Games:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Wonderful book!Von NexI am currently studying "Games Animation" and so it is very helpful for my studies. But I would also recommend it to all people who are interested in Game Design or gaming in general.So what's so good about it:- describes processes of designing game and game experience in detail- very helpful tips for game designer- easy to read and understandable- interesting articles (from many different experts), many different experiences are presented- covers a lot in a good wayI don't have many game design related books, so I can't compare it to others, but in my opinion she did a pretty good job and I would definitely recommend it! I hope that my short review helped!1 von 1 Kunden fanden die folgende Rezension hilfreich. Ein super BuchVon Udo FreseDas Buch behandelt sehr gut

verständlich und systematisch die Prinzipien des Spielentwurfs. Es abstrahiert dabei von konkreten Techniken, Game Engines, Grafikstilen oder hnlichem. Wer ein Buch sucht bei dem wirklich der Spielentwurf im Fokus steht ist mit dem Buch gut beraten. 1 von 5 Kunden fanden die folgende Rezension hilfreich. Great Book Von Uncle SID The book explains very well the creation process of a good game. It contains extra many reviews of great gamedesigners. 5 Stars

Kurzbeschreibung Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design. Pressestimmen Game design is something of a black art. The trick to doing it well is retaining the black magic but training oneself to control it. There are a lot of books on game design out there, but "Game Design Workshop" is among the very few that develops a wizard rather than a drone. -Ian Bogost, professor of digital media, the Georgia Institute of Technology and co-founder, Persuasive Games Kurzbeschreibung Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.